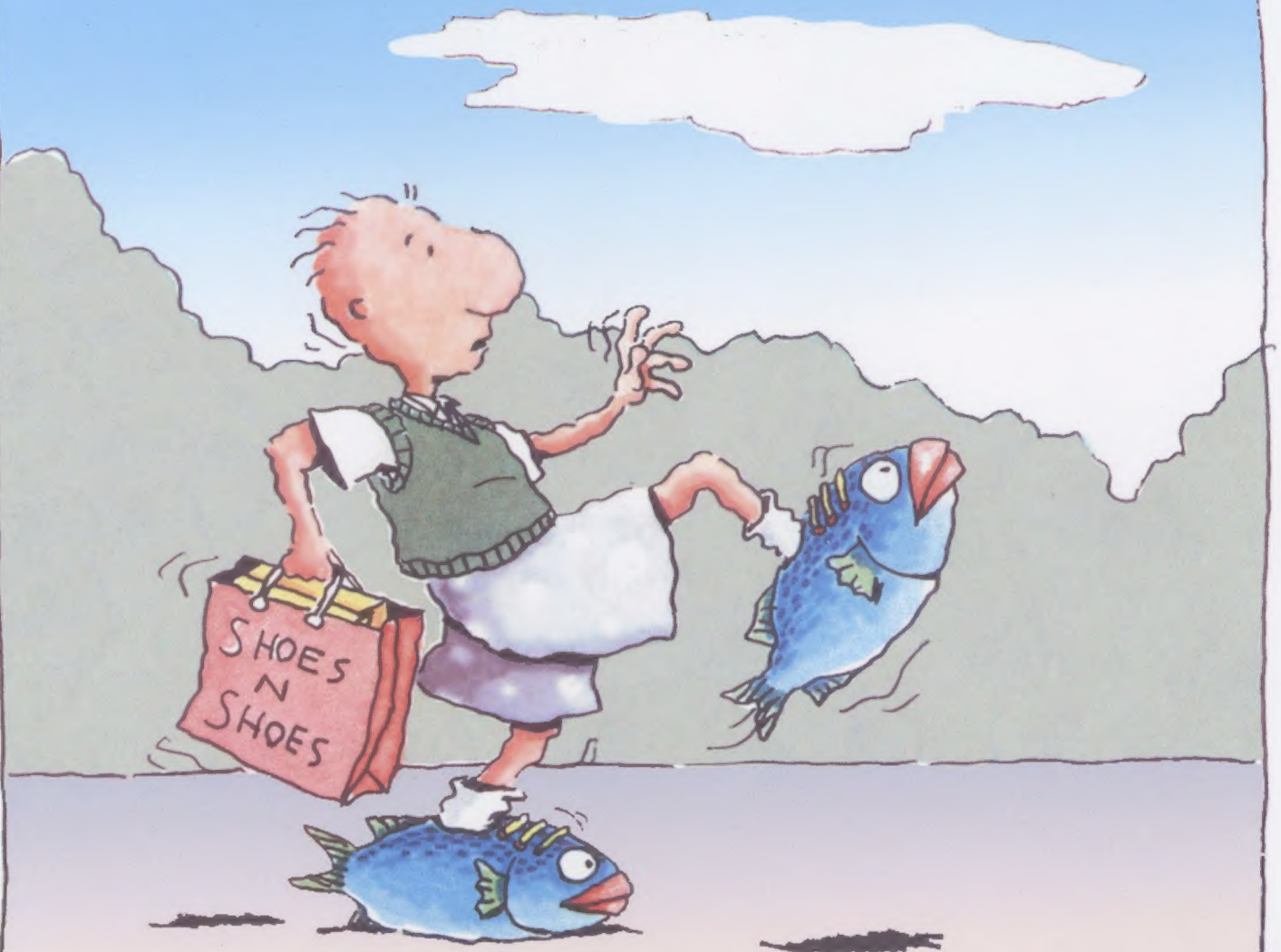




SERIES PRODUCTION GUIDE
1991

DOUG

BY JIM JINKINS



Series Production Guide 1991

Written by Jim Jinkins and Joe Aaron

JUMBO PICTURES INC.

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SECONDARY CHARACTERS

RELATIONSHIPS

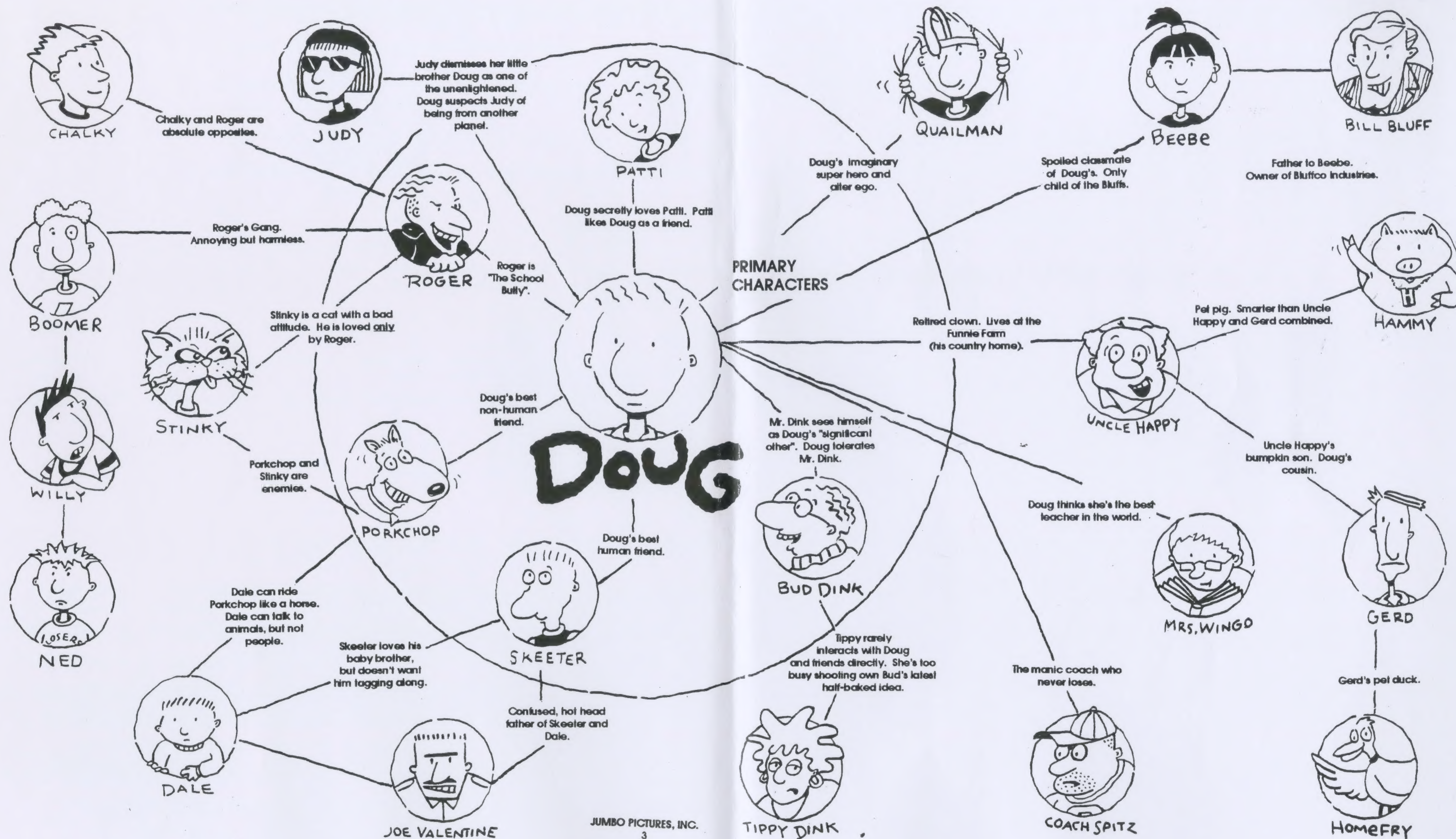


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Welcome to DOUG



WELCOME TO DOUG

Doug has been around in the form of single panel cartoons, book proposals, cameo appearances in television commercials, etc., for more than five years. He was not originally created because he had a lot of "merchandising possibilities" but rather as a personal outlet for feelings and emotions that reach back as far as my own childhood (I can't dance any better than Doug can). In short, this project is inspired by matters of the heart rather than corporate profit potential.

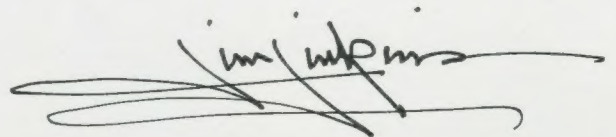
Happily, the pilot episode, "Doug Can't Dance" was successful and Nickelodeon has given us the green light to begin the first season. We are currently in production of twenty-six episodes of **DOUG** to be delivered for air beginning in early August, 1991. The current plan is to put 2 episodes together back to back to make up a 30 minute block of programming.

Doug Funnie is the central character around which there are five primary characters (Porkchop, Skeeter, Patti, Roger, and Mr. Dink) and a number of secondary and incidental characters. The setting for these characters is the small town of Bluffington. Here the stories are played out in Doug's and Skeeter's neighborhoods, school, the woods, the mall, the themepark, etc. This is a place in a parallel universe to our own. It is similar yet "quirky." It's time is not past or future; it's just different. Bluffington is not identified as being in any particular state or country but merely located in the tri-county area.

Jumbo Pictures Inc. has been created as a New York-based production company responsible for supplying Nickelodeon with the **DOUG** series. It is the desire of this company to involve creative and production personnel that understand and appreciate the unique universe of **DOUG**.

This guide is designed to familiarize the reader to all aspects of Doug's world: the characters, locations, relationships, physical laws, etc. It also outlines the structure and format of scripts, design of characters and premises for story development. It is intended to serve as a tool for writers and animators to quickly get acquainted with **DOUG**. Hopefully it will inspire ideas for new storylines, gags and jokes. It is not intended to stifle any creative input, but rather to channel it into this unique universe. This is an expanding universe and there is always room to modify, add or change things as we get to know **DOUG** better.

I hope you like **DOUG** and become friends real soon.



Jim Jenkins
head guy

Relationships



PROFILES

Doug Funnie

Home: 21 Jumbo Street, Bluffington.

Age: 11 1/2 years old

Hobby: He loves to doodle and day dream. He keeps a journal. He plays the banjo a little.

Profile: Doug is the Central Character of the series. He is a highly impressionable kid who feels painfully average. He is left-handed and often feels out in left field. Doug has an incredibly vivid imagination and a tendency to doodle and daydream a lot.

Quotes: "Why am I always the last to know?" "I don't give a hoot." "Shoot!"
"How did I get in this mess?"

Loves: Root Beer, Summer Vacation, Banana Pudding, Patti Mayonnaise, Puffy Flakes (cereal), Funkytown Theme Park, Cheese Sandwiches, Quailman (Doug's imaginary super-hero friend). (Sometimes Doug pretends to be Quailman by putting a belt on his head and his underwear on the outside of his pants.)



PROFILES

Porkchop the Dog

Home: 21-A Jumbo Street, (He has his own mailbox and tends to get more mail than the Funnies.) Porkchop's igloo shaped dog house is equipped with its own satellite dish, air conditioner, and a lot of other stuff...we're not quite sure what's in there.

Age: 1 1/2 dog years old..."that's 10 1/2 to you and me."

Profile: Porkchop is no ordinary dog. He seems capable of almost anything he puts his mind to. He can't speak but he has no problem communicating. He is not thought of as having any extraordinary powers, but he is very resilient to physical calamity, i.e., he might accidentally get packed in a box and shipped around the world, intercepted by Martians and faxed back to earth without being harmed.

He never lets a day go by without buying himself an orange dreamsicle from the ice cream man. (No one knows where he gets his money.)

Quotes: "Row, row, row, row..."

Fact: Porkchop is Doug's best non-human friend.



DOUG'S ROOM



PROFILES

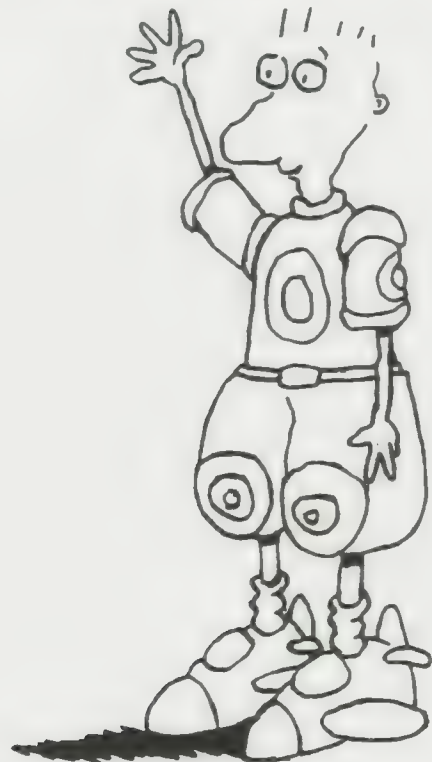
Skeeter Valentine

Home: 1492 Ocean Blue Lane, Bluffington

Age: 11 3/4 years old

Hobby: Listens to weird music, wears strange clothes. Plays a mean blues Kazoo.

Profile: Skeeter reads a lot and is smart but only makes average grades. He is hyper active and has a very short attention span. He talks fast and goes off in many tangents in the course of one conversation. For example: While looking in a mirror Doug asks Skeeter, "You think I've got a big nose, don't you?" Skeeter replies, "I didn't say that. If I said that I'd be the biggest jerk in the world. Well, not the biggest jerk in the world--there's got to be a bigger jerk in a world this big. I mean how big is the world anyway? (slight pause) How should I know? I'm no expert on geography. What do you think I am--a dang atlas! (thinks and snaps his finger) An atlas! That'll help. I'll be right back Doug, don't go away man. (Skeeter exits) Doug (to camera): "He does think I've got a big nose." He is far from mellow, but he is easy going and accepting. For example; if Doug decided to change his name to "Moondoggie", Skeeter might respond with: "Cool" or "No problem, Moondoggie." He wouldn't challenge Doug's rationale.



PROFILES

Patti Mayonnaise

Home: 1000 Island Boulevard, Bluffington

Age: 12 years old

Hobby: Reading, Sports (She can out shoot any boy her age in a game of H.O.R.S.E.), Dancing, Singing, Making Friends.

Profile: Patti is a cute, smart, popular classmate of Doug's. She is a natural born leader and is rarely a victim of peer pressure. Because she is so articulate, she is sometimes intimidating to teachers, coaches, and other people who are insecure. She has a great sense of humor and is well liked by most of her classmates.

Doug is secretly in love with Patti.

Fact: Patti is the girl of our adolescent dreams.



PROFILES

Roger Klotz

Home: Fat Jack's Trailer Park, #86, Bluffington.

Age: 13 years old

Profile: Roger works hard at maintaining his school bully status. He is mean, but not dangerous. Beneath this rather thin veneer is an insecure, likeable guy. Roger's closest friend is Stinky his cat.

Goal: To rule the world or at least own his own gas station.

Fact: Roger is a rebel without a clue.



PROFILES

Bud Dink

- Home: 19 Jumbo Street , Bluffington. (Doug's next door neighbor)
- Age: 47 years old
- Hobby: Any activity that requires equipment, gadgets or other "toys."
- Profile: Bud's overcompensating his way through life. He overarticulates, over spends and generally overdoes everything. He has taken it upon himself to be Doug's mentor. Bud is always trying to "help" Doug by imparting great words of wisdom such as: "Like I always say Douglas, never paint yourself in a corner and throw away the key." Bud has harnessed such poetic energy into a creative director's position at Stick 'Em Up Bumper Sticker Co.
- Quotes: "Like I always say...", "Douglas my boy...", "Groovy", and other outdated exclamations)
- Fact: Bud Dink would give you the shirt off his back even if you didn't need it.



PROFILES

Tippy Dink

Home: 19 Jumbo Street, Bluffington.

Age: 45 years old

Profile: Bud is not difficult to get along with...he's just a little crazy. Tippy uses sarcasm to maintain her sanity. She's a pessimist but in a comical way. In Tippy's mind, Bud's crazy ideas will never work. She's usually right.

Tippy is the editor and "Dragon Lady" of Shut-Up! magazine--the magazine with an attitude.

Goal: To eventually settle down, quit her job and lease some kids.

Fact: Tippy is a heavy dose of reality in a cartoon world.



Format



FORMAT

SET-UP

There will be no commercial interruptions breaking up the stories. Therefore, we have decided to begin each 11 minute episode with a set-up scene. The first scene in each script will begin before the standard show open. This scene will be 90 to 120 seconds in length, will set up the plot, and end in a cliffhanger. At the end of this set-up scene we should be wondering: "What is Doug going to do now?" or "How is Doug going to get out of this?" The set-up scene should also introduce the episode's running gag. (See **Sub-Plots**) When we come to the cliffhanger we cut immediately to the standard show open. The show open is the only break in the story.

SCENES

After the show open we pick up the story. The script should include action scenes that are short, funny, and (compared with live-action shows) fast-paced. Each scene will advance the plot (no time for long monologues, character development for its own sake, or extraneous background information). Each scene must be funny. Physical humor, gags and jokes are very important: Because of the nature and tone of DOUG and the issues our stories deal with, the tendency may be to lose sight of this. Always keep in mind: this is animation - use the medium to the fullest. Using gags as a means of advancing the plot is the best device. Action is always better than standing still.

SUB-PLOTS

Most scripts will not have a developed sub-plot. Because the scripts are short, the plots will usually be full enough to carry the entire script. We are not trying to discourage you for writing both an A and B plot; however, if your A plot has no room for a B plot, we recommend the use of running gags.

For example: In the pilot script, "Doug Can't Dance", the plot drives the script. Will Doug go to the dance or won't he? Will he make a fool of himself or not? Is he a klutz (like Roger says) or is he ok? Is it true that Doug Can't Dance? There is no time for a true sub-plot. But there are running gags. Every time someone comments on Doug's Slug costume they guess wrong. Roger comments: "What are ya, a pile of manure?" Mr. Dink asks: "What are ya, a sack of dirty socks?" A kid outside the school gym thinks he's complimenting Doug: "Hey Doug, nice prune costume." However, when he finally comes face to face with Patti Mayonnaise (his secret love) she gets it right. "What a great costume . . . you make a wonderful slug." Incorrectly guessing Doug's costume is hardly a sub-plot; it is an example of a running gag.

Doug getting his foot smashed is another running gag. This gag is ultimately very important to the plot. It is getting his toe smashed, hopping around the floor, that makes Doug call attention to, and embarrass himself. This is when Roger laughs: "Oh brother, what a goofus! You see Doug, I told you! You can't dance!" The "toe smashed" gag sets up the story's climax. Eventually Patti comes to the rescue, hopping around the dance floor holding her foot. She compliments Doug on creating a brand new dance which not only helps Doug save face, but creates a nice comeuppance

FORMAT

for Roger. Roger is left lying on the floor while everyone does the "Slug Hop" with Doug and Patti.

Setting up the climax is the strongest use of a running gag.

As we mentioned before, we are not discouraging the use of sub-plots. There will be stories that beg to have a subplot.

Do whatever works!

TRANSITIONS

Transitions are an important means of conveying the style of **DOUG**. The use of interesting transitions add to the quirky feeling and uniqueness of the series. It is also an opportunity to creatively use animation. For example: In "Doug Can't Dance" we used a matched registration of Doug's body position as we dissolve from his desk to the workbench in the garage. Dissolving the background to a new location while keeping the characters in the foreground constant is a good use of animation. Another example from "Doug Can't Dance", we use the metamorphosis of dancing kids into squiggly lines which resolve as words on the pages of Doug's journal. These kinds of creative transitions are highly recommended.

CLICHES

Cliches should be used in **DOUG**, but only in fun and interesting ways. Doug is an aspiring poetic genius and his "brilliant" thoughts are conveyed via Joke Cliches. He takes a running start at inventing a cliché but he can't quite make it sound right. For example:

"I remember it like it was only yesterday. It all began . . . this afternoon."

Sometimes he can't find the words to even finish his sentence. The final scene in "Doug Can't Dance", Doug sits at his desk and tries to think of the "moral" of the story.

DOUG

"Always think that you can . . . no . . . never know that you . . . wait a minute, blessed are the . . . no wait, four score and seven . . ."

A type of cliché Mr. Dink would use is a malapropism. Example:

"After all, . . . nobody's human."

" Nobody goes there. It's too crowded."

SCRIPT LAYOUT

Refer to pilot script "Doug Can't Dance" on page 46 as a guide.

FORMAT

TIME

The actual air time for each story is 11 minutes. There are commercials before and after the episode, a standard show open and credits. Each scene should be short and concise. No one scene should dominate the script. However, you should give a little more weight to the set-up scene and the climax scene.

DOUG'S JOURNAL

In the pilot, we open on Doug at his desk, writing in his journal. We use voice-over to imply he is still writing in his journal. We then close on Doug at his desk concluding his thoughts for the day . . . writing in his journal! This is not necessarily how every episode needs to be structured.

Sometimes Doug will conclude the episode at his desk writing, without opening the show that way. Sometimes we will replace the journal with another device. i.e. Doug might be writing a letter to someone. He could be talking to Skeeter or Dale and what he says becomes the story. He might be staring at the clouds and daydreaming, the clouds transform into the daydream . . . the daydream becomes the story.

Some stories will not require this device in any form. Although you may choose not to use the journal, each episode should include an epilogue as a means of resolving the story. Using the journal is a convenient way of letting us know that Doug is safe at home and everything came out okay.

STRUCTURE

- Set-up the A plot. Set-up the B plot (or running gag). End the scene with a cliffhanger.
- Show Open
- Approximately 15 to 16 pages of funny, concise, active scenes tell the story.
- Climax (pay off the running gag if one has been set up)
- Epilogue

11 minutes of actual air time.

Stories



STORIES

TONE OF SCRIPTS

In describing the tone of **DOUG** the first word that comes to mind is quirky, an abrupt twist or curve; a peculiar trait . . . that's **DOUG**. That's what sets **DOUG** apart from other cartoons. **DOUG** is not normal enough to be a live action dramatic comedy, but neither is it a random series of zany antics. During testing, one of the compliments **DOUG** received from kids was that it was more like a "real show" than a cartoon. The story had a point. Everything in Doug's world is fairly normal; however, there are a few exceptions that make it off-balanced and . . . well, quirky. (See **Doug's Law of Physics**, pg. 36). It's important to maintain a certain symmetry between being realistic and cartoony. Every story should have a point, however, every story should also be quirky.

KID ISSUES/CONFLICTS

For most of us, elementary and middle school was the backdrop for the first wave of coming of age events. These events are the kid issues we want to draw inspiration from. Examples: Peer pressure, first love, self doubt, paranoia, even wishing you were someone else.

The first time Doug gets homesick could be the real issue or emotion in a story. It gets intensified by the awkwardness he feels when his peers taunt him, or in an effort to help, make him feel worse. To this real drama, add the quirky tone, funny jokes, and upbeat ending, and you've got the basic ingredients of a typical **DOUG** story.

The stories are, of course, comedies. However, kid issues are dramatic, and drama is the heart of the series. The situations should be quirky and the action should be funny, but the emotion should be honest.

In the pilot, "Doug Can't Dance," the action (Doug getting his toe smashed, etc.) was funny, the situations (Mr. Dink in a chicken suit) were quirky, but the fear of Doug being embarrassed in front of all of his friends (because he can't dance) is real. The emotion evoked from these kid issues should hit home.

The stories should feel personal. And to those of us who are older than 11 1/2, hopefully they will rouse a sense of nostalgia.

DOUG'S IMAGINATION

Like most kids, Doug has an active imagination. Perhaps an over-active imagination. He is not likely to zone out while someone is talking to him unless he is daydreaming about what the person is saying. For example: If Doug is in history class and Mrs. Wingo is describing a "Billy the Kid" type bandit, Doug may mentally transport himself to the Wild West and play the part of "Doug the Kid".

Sometimes his daydreams can be interrupted quickly. In "Doug Can't Dance," Doug briefly goes into a daydream and dances masterfully. Seconds later his daydream is interrupted by Patti and Doug is forced back to reality.

Another use of Doug's Imagination is the daydream as the story. In the story "Doug's Fairytale" we open on Doug babysitting for Dale. In an effort to keep Dale entertained Doug tells him a story (a fairytale) and the story he tells becomes the show. The primary **DOUG** characters play all the key roles in the fairytale.

STORIES

MOMENT OF TRUTH

Of course every story will have a moment of truth. "Will Doug be the hero or the loser?" At the moment of truth, or just before it, Doug should make a stand. He is highly impressionable and he often follows wrong or bad advice, but eventually Doug will make a stand for what he thinks is right. He will finally listen to his own voice of reason. Example: In "Doug Can't Dance," Doug is told by Roger that he can't dance and that he had better not go to the dance. "I'll dance with Ms. Mayonnaise for you . . ." Roger says. Doug doubts himself and his ability. But, just before the dance, when Roger tries to intimidate him, Doug says: "Thanks just the same, Roger. But I think I'll dance for myself. You'll have to sit this one out!" This is an example of Doug making a stand. It's not an assertive, forceful stand. It's shaky and unsure . . . like Doug. In the end, no one pushes Doug into (or out of) anything he doesn't want to do. In the moment of truth, Doug makes a stand.

RESOLUTIONS

At the story's moment of truth we should see Doug make a stand for what he thinks is right, and then resolve his problem in a funny and interesting way. Sometimes, someone else resolves Doug's problem for him. In "Doug Can't Dance", Patti's action resolved the conflict.

Whether Doug bails himself out of trouble or gets help from a friend, he always comes out a little wiser than before.

We like the use of epilogue for DOUG - usually we prefer not to end on the climatic scene. The epilogue gives us a sense of closure. Ideally it will also be a set up for one last gag to send the story back into a frenzy as we fade to black.

Welcome to Bluffington



WELCOME TO BLUFFINGTON

BLUFFINGTON THEN. A BRIEF HISTORY.

The Foothills of the Poulet Moutains were first homesteaded by the family of Thaddeus Bluff (Bill Bluff's great, great, great grandfather). He convinced the natives to give up the land in exchange for his lucky rabbit's foot. Thaddeus felt he was the luckiest man on earth and would live on this land for the rest of his life. He died soon thereafter. His son, Amos Bluff, grew up and eventually built a good luck charm factory right over the spot were his daddy had made the trade. The factory blew up, burned down, blew over, and was washed away in a flash flood.

Great granddaddy Hy Bluff got out of the good luck charm business and decided to get into something less dangerous. He decided to start the now-famous mail order gourmet specialty food company: **Lucky Bluff Foods**. He made a fortune shipping back east such items as maple and trout flavored jellies and chocolate-covered moose, elk and chamois. Hy Bluff died in a freak accident involving mushrooms and dynamite.

The land was fertile and beautiful and many settlers began to make a home for themselves in the area. The soil was perfect for growing beets, so giant beet farms sprouted up all through the hillside country. Granddaddy Rudolph Bluff hated beets and turned to politics. He was elected Mayor of what by now had grown to be a small, bustling town filled with stores, a hotel, the beet packing plant, a school, a petting zoo, and of course, **Lucky Bluff Foods**.

Rudolph conducted a contest to see what the town should be named. As luck would have it, **Bluffington** became the new name of the small, proud town.

Bill Bluff was groomed to take over the family business. Eventually he created **Bluffco Industries**, which controls most of the commerce in town. Bill considers himself the luckiest man in the world, although he would never admit it (not out of modesty, but rather self-preservation).

WELCOME TO BLUFFINGTON

BLUFFINGTON NOW.

Welcome to Bluffington: The Bumper Sticker Capital of the world, population 21,001. Nestled in the rolling foothills of the Poulet Mountains, near Mt. Saint Buster, the highest peak in the tri-county area. This proud community boasts of the second lowest crime rate in the country. (Betty Bluff says that it would have been rated the **lowest** if you didn't count Harry Klotz.)

DOWNTOWN

Bullseye Park not only marks the center of town, it also marks the actual spot where Thaddeus Bluff gave away his lucky rabbit's foot. The park is surrounded by the town square. The square is lined by City Hall, the Fire Department, the Post Office, Bluffington Volunteer Rescue Squad, the Hydra Uniplex Movie Theatre and a number of small family businesses like the **Eat It Raw Sushi Bar** and the **Lucky Foot Gift Shoppe**.

MALLS

The town has grown steadily and many of the old beet farms have been transformed into suburban neighborhoods. There are two shopping malls. The Four Leaf Clover Mall is on the west side of town and the Boogerton Mall is on the east. These malls have brought Bluffington the modern convenience of climate controlled, one-stop shopping along with the fun and excitement of chain stores such as:

Shoes 'n' Shoes - "The Shoe People's Shoe Store."

Busy Beaver Discount Department Stores - "When you're busy, let us be your beaver."

Food Frenzy Supermarket - "Just when you thought it was safe to go shopping."

THE LOOP

The business loop around the town is bulging with all sorts of consumer shopping opportunities such as:

Sweet 'n' Greasy - "A great place to find a doughnut or a cop."

Chez Cheese - "Home of the Hot Cheese Drink."

Mad Ludwig's Used Car Castle - "I'd give them away . . . but I don't want to!"

Smithereens Rifle Range and Petting Zoo - "For the animal lover in you!"

Y.U.I. Auto - "Our service is better than a poke in the eye".

Zombie Video - "Tune In, Turn On, Drop Dead."

SCHOOLS

There are two middle schools in town. **The Bluffington School** where Doug and his friends attend, is a typical public school with kids from a wide variety of socioeconomic backgrounds. Getting a good teacher is sort of hit or miss, but all in all . . . it's a pretty good school.

Across town in the Boogerton Heights area, there is **The Moody School for the Gifted**. It's a private school for the exceptionally intelligent, artistic and athletic children. One of the gifted students, named Tim, can hover. "It's a gift," he says meekly. "Go with what you've got."

WELCOME TO BLUFFINGTON

HANGOUTS

The big summertime attraction for kids is the local theme park, **Funkytown**. **Funkytown** is a kids' paradise filled with wild rides, great food, rockin' music and lots of other kids. It's a safe, fun seasonal hangout.

Mellon Point is a beautiful view on top of Mt. Saint Buster. Kids go there to rock climb, swim in **Mellon Point Pond**, and hike the trails.

The Bun and Run, "Home of the Honker Dog" is a fast food joint.

THE HONKER BURGER

BLUFFCO

Bluffington is also the home of Bluffco Industries, a thriving conglomerate owned by the powerful Bluff family. Bluffco owns such companies as:

Beet Publishing, publishers of :

- a) **The Big Bluff** - The trade magazine of Bluffco Industries.
- b) **Shut Up!** - The magazine with an attitude.
- c) **Planet Dirt** - Action/Adventure Comic Book Guide to the Space/Time Continuum.

Stick 'Em Up Bumper Sticker Company - The largest suppliers of bumper stickers to the known world.

Lucky Bluff Foods - Mail order specialty foods such as:

- a) Maple and Trout flavored jellies.
- b) Beetlick suckers - "If you can't beat it . . . Lick it!"

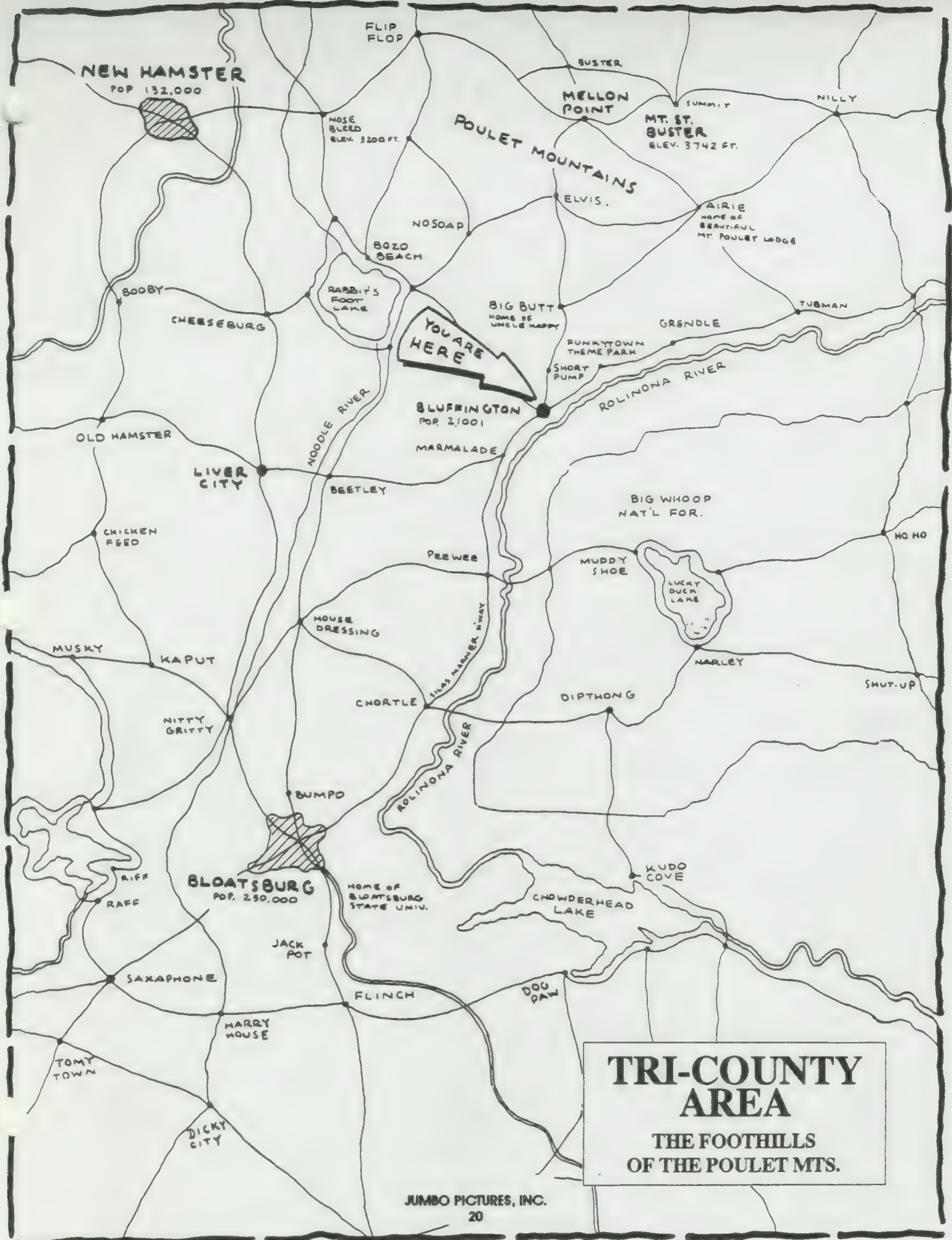
Dela Vu Recycling Plant - The ultimate in recycling.

LUCKY HILLS - DOUG'S NEIGHBORHOOD

Doug's neighborhood is about two miles north of Bullseye Park, in a sub-division named Lucky Hills. This neighborhood is right on the edge of suburbia and the beginning of woodlands, pastures and farmland. It would not be uncommon for Doug to see kids on bikes out the front window and a deer out in the backyard. Raccoons, skunks, and possums are nightly visitors. Doug and friends can easily reach most places in town by walking or biking. It is not considered dangerous for a boy Doug's age to walk downtown or to the mall during the daytime and early evening. It is still like our own world in that kids don't talk to strangers.

SUMMARY

The description of Bluffington Then and Now is designed to establish a place that is almost normal. Everything about Doug's world is inspired by things familiar to us, yet quirky and slightly bizarre. It is not clear exactly where in space and time Doug's universe exists. The sarcasm, satire and juxtaposition used to describe this place should never be dark or caustic. It provides an opportunity to poke fun at our own pop culture, and will keep an irreverent edge on **DOUG**. Bluffington is far from perfect, but it is a pretty neat place to grow up.



NEW HAMSTER
POP. 132,000

FLIP FLOP

BUSTER

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ELEV. 3742 FT.

NILLY

POULET MOUNTAINS

NOSE BLEED
ELEV. 3200 FT.

ELVIS

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HOME OF
BEAUTIFUL
MT. POULET LODGE

NOSOAP

BOZO BEACH

RABBIT'S FOOT LAKE

BIG BUTT
HOME OF
UNCLE HAPPY

GRENDLE

TUBMAN

BOOBY

CHEESEBURG

FUNKYTOWN
THEME PARK

SHORT PUMP

ROLINONA RIVER

BLUFFINGTON
POP. 2,1001

MARMALADE

NOODLE RIVER

BESTLEY

BIG WHOOP
NAT'L FOR.

OLD HAMSTER

LIVER CITY

CHICKEN FEED

PEEWEE

MUDDY SHOE

LUCKY DUCK LAKE

HQ HQ

MUSKY

KAPUT

HOUSE DRESSING

SWAN HAMMER WAY

HARLEY

SHUT-UP

NITTY GRITTY

CHORTLE

DIPHTHONG

BUMPO

ROLINONA RIVER

BLOATSBURG
POP. 250,000

HOME OF
BLOATSBURG
STATE UNIV.

KUDO COVE

CHOWDERHEAD LAKE

RIFF
RAFF

JACK POT

FLINCH

DOG PAW

SAXAPHONE

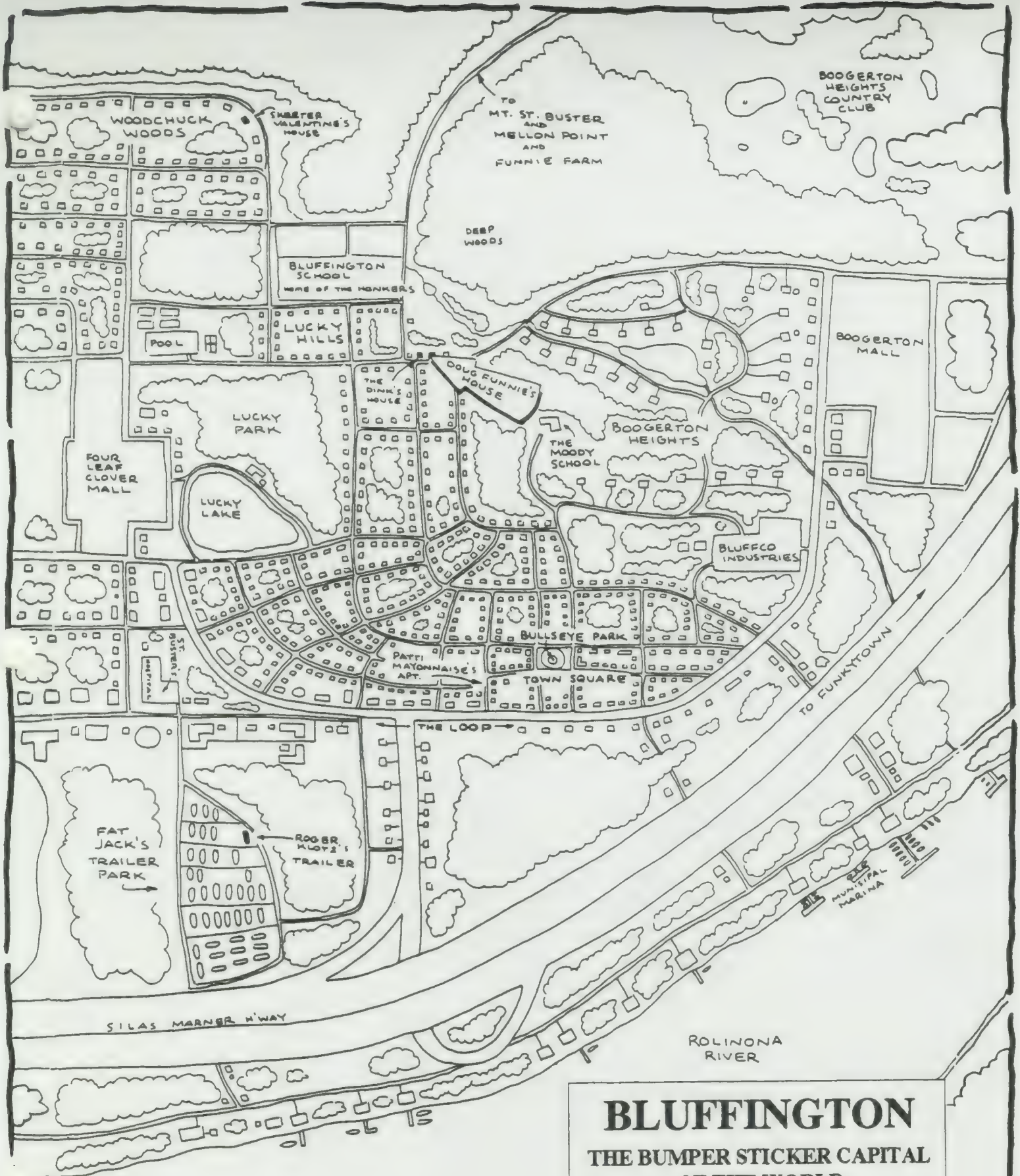
HARRY HOUSE

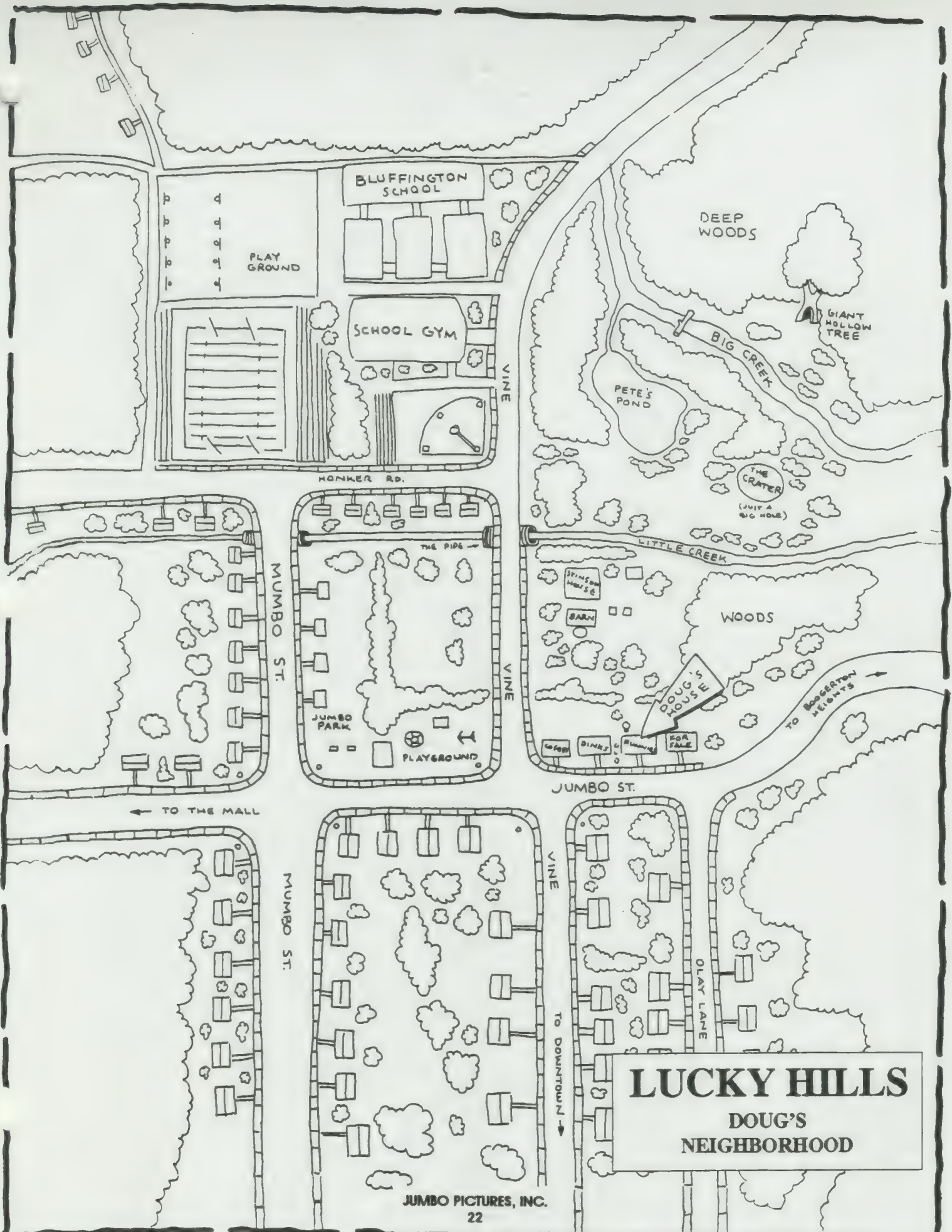
TOMY TOWN

DICKY CITY

TRI-COUNTY
AREA

THE FOOTHILLS
OF THE POULET MTS.





LUCKY HILLS
DOUG'S
NEIGHBORHOOD

JUMBO STREET



THE FAMILIES

INTRODUCTION

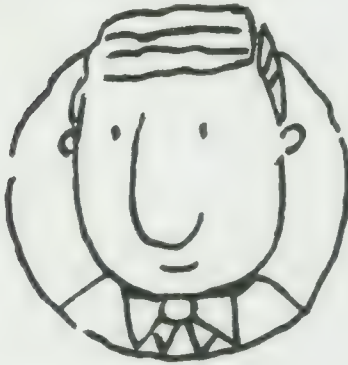
This section is designed to give more complete information about the various characters and how they relate to each other, their families and the community. Some of the finer details may not be relevant to initial storylines, but the more the viewer gets acquainted with the characters in Doug's universe, the more complex the characters should become. The subtle message that hopefully will emerge from the series is that things are not always what they seem to be. Being rich does not guarantee happiness, being aggressive does not always get you to the top, and just because someone calls you a bully, sissy or weirdo does not make it so. The more dimension given to the personality of the characters, the more compelling they will be to the viewer. Although equal attention is given to secondary and incidental characters in this section, scripts should focus on primary characters and use other characters only as needed.

THE FAMILIES

THE FUNNIES:

Doug and his family live in a two story wood frame house at 21 Jumbo Street in the Lucky Hills subdivision, just two miles north of the Bluffington town square. Lucky Hills is a stable middle class neighborhood with a fairly diverse sampling of families ranging from newlyweds just getting started to retired couples who are looking for peace and quiet in the suburbs.

The Funnies have lived in Bluffington for 12 years. Phil, Theda and their daughter Judy moved from the city of Bloatsburg before Doug was born. Phil and Theda didn't want their children to grow up in the big city. The family loves this neighborhood and feel very settled in Bluffington.



Phil Funnle

Phil Funnle, the 39 year old father of Doug is an honest, hard working middle class family man. He dreams of being a famous film director someday, when in reality he struggles to make ends meet as a travelling portrait photographer in the Busy Beaver Photo Department. He spends most of his time trying to get spoiled, crying babies to smile and "Watch the Busy Beaver"! while mothers shout, spank and criticize. Phil seems to have a true gift for photographing children and if not for dealing with crazy parents his job would be somewhat satisfying.

Travelling from store to store doesn't give Phil as much time with his family as he would like. Occasionally he will take Doug with him as his "assistant" to position babies, calm parents and "jiggle the Busy Beaver." These trips are absolutely exciting and wonderful for Doug. Phil is a good husband and father and is making the most of his life.



Theda Funnle

Theda Funnle is the 37 year old mother and center of the Funnle family. She has a lot of creative energy and is always on the go. She has a great sense of humor and no one can make her laugh any harder than Doug re-enacting some crazy story that happened at school or at Skeeter's house. She is articulate, sensitive, and has an optimistic outlook on life. She is active in community affairs and is very involved as a part-time manager at Dejavu, the co-op recycling center. This rather progressive enterprise doesn't just recycle cans and

bottles; it takes garbage and transforms it into beautiful furniture, clothing, art, etc. Theda is not only well educated, she also has a lot of common sense. She is a good listener and friend to her husband and children.

THE FAMILIES



Judy Funnle

Judy Funnle, age 16, is the aloof, melodramatic daughter of Phil and Theda. She is an aspiring actress and performance artist who is constantly emoting on life's stage. For Judy, one day is a Shakespearean tragedy, the next a Rogers and Hammerstein musical comedy, the next day she might crawl into the backyard portapool wearing a giant garbage bag and hum songs of the humpback whale. She often wears a purple beret and sunglasses. Doug likes her most of the time, but feels

ignored and misunderstood by her. Porkchop thinks that she is insane.



Doug Funnle

Doug, age 11 1/2 is the youngest member of the Funnle family and is reminded occasionally by his mother and constantly by most relatives that he is "the baby." Doug discovered early in his life that he was not exceptionally cute, smart, athletic, nor did he possess the other attributes that get a person noticed. Although Doug at first seems shy and passive without much to offer, those who take the time to know him discover that he is quite

thoughtful, creative, and is a lot of fun to be around. Like Chaplin and Keaton, Doug is a cartoon Everyman surrounded by a host of colorful, bizarre friends, classmates and other characters that are a part of everyday life in Bluffington. Because he is such a sympathetic character, viewers will find themselves relating to Doug more than any other character in the series. Doug is also a budding artist who can draw funny cartoons, make silly costumes and puppets. He deflects any compliments about such talents by saying "I'm just a good doodler," or "Oh, it's just something I dreamed up." Doodling and daydreaming are two things Doug is constantly getting in trouble for at school. Doug has a recurring fantasy that he is the super-hero **Quallman** - not only having the powers of a human, but of a quail as well.

Doug is left-handed and although no one tries to force him to change, he finds that it is sometimes difficult to be graceful in a right handers world. Once while talking to Patti Mayonnaise (his secret love) between classes, he tried to take a sip of water from a right handed water fountain while holding his school books. Doug's feeble attempts at being smooth and impressive only result in him shooting a flood of water up his nose, dropping his books and slipping to the floor, scuffing Roger the bully's new biker boots. Doug has not developed the confidence to trust his own inner voice of reason. He is often influenced by the opinions of others but... Doug is not a wimp! It just takes him a while to analyze and act on a situation.

THE FAMILIES



Porkchop

Porkchop the dog, age 1 1/2 (that's 10 1/2 to you and me), is Doug's best non-human friend. Almost anywhere Doug goes, Porkchop is sure to be at his side. Porkchop's unconditional love and devotion to Doug make him the greatest, most consistent example of a loyal friend. If everyone seems to be against Doug, he can count on Porkchop to be there.

Although he is nonverbal, he is very effective at expressing himself and giving his editorial opinions. For example: in the pilot, Roger teases Doug about looking

like "a pile of manure." At that point the camera cuts to Porkchop rolling his eyes with disgust. He is often the comic relief in tense situations. He is intelligent, confident and has a great sense of timing.

Porkchop lives in a small igloo in the Funnies back yard. He has his own mailbox (21-A Jumbo St.) and tends to get more mail than the Funnies. His igloo is equipped with its own satellite dish, air conditioner, and a lot of other stuff...we're not quite sure what's in there!

THE FAMILIES

THE VALENTINES:

Skeeter and his family live in a partially underground house at 1492 Ocean Blue Lane in the newly constructed Woodchuck Woods subdivision, just 1 1/2 miles north west of Doug's house. Woodchuck Woods is another proud little community inhabited primarily by young families with lots of kids.

The Valentines just moved to town last year, all the way from SeeSally Beach. This is the 10th time in 11 years that Skeeter and family have had to move. This is the first place that really feels like "home."



Joe Valentine

Joe Valentine is the 41 year old father of Doug's newly found best friend Skeeter. Joe is noticeably short in both height and temper. He is a retired Tugboat Pilot who often recalls the great pleasure he took in pushing big boats around the SeeSally Beach Harbor. This pushiness has carried over into his personal life and Skeeter is often on the receiving end. In a huff and a puff he unloads a deluge of commands at Skeeter often so forceful that Skeeter's hair waves in the breeze, but somehow just as Joe's about to unleash the full fury

of his storm he loses his train of thought. Skeeter calmly helps him to get back on track but of course by then all the wind is gone from his sails...the tempest has left the teacup. Joe might lay into Skeeter, saying "Alright mister, your quarters are a disgrace to this man's...(he hesitates) Skeeter: "House?" Joe: "I know good and well it's a house. Now hit the deck and give me 10 of those...those...they go up and down...(he desperately gestures) Skeeter: "Pushups?" Joe: "None of your backtalk mister."



Ruby Valentine

Ruby Valentine, age 31, is a quiet, soft-spoken meek person who is devoted to her husband and two children. Although they have lived in many different places, her world seems very small. The move to Bluffington has somehow changed her in a lot of positive ways. She is even taking yodeling classes downtown with Theda Funnie. They are quickly becoming best friends and Theda encourages Ruby daily to "wake up and live! live! live!"

THE FAMILIES



Skeeter Valentine

Skeeter Valentine, age 11 3/4, is not like most other kids his age. Having lived in places all over the world, he has developed a very broad, tolerant view of life, especially toward his dad. He is easily accepting and forgiving of people's shortcomings. Other kids who are narrow minded and judgmental find Skeeter to be goofy and out of it. Roger's gang constantly tease him about his weird clothes and to remote control sneakers. Although Skeeter is exceptionally worldly wise, he doesn't seem to take much interest in conventional education. As a

result he makes only average grades. Skeeter is absolutely fascinated with people and what they think. In his own hyperactive way, he will talk you ear off, often starting on one train of thought and veering off in many directions. He is plagued by a number of pesky childhood ailments such as allergies, running nose, hiccups, and occasional stuttering. He takes all of these maladies in stride. Skeeter is thrilled to have found a friend like Doug so quickly upon moving to Bluffington.

Skeeter: "YosayDoug...sniff...lgottatellyaman...you're almostasweirdas I amandthat'scool--knowwhatImean?" to which Doug replies: "Huh?"



Dale Valentine

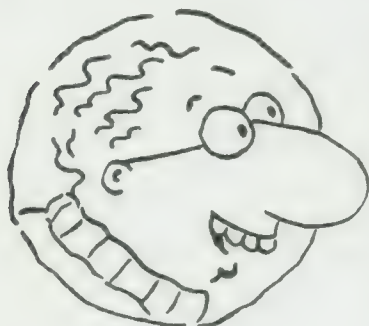
Dale Valentine, age 2, is the rough and tumble toddler of the Valentine family. Although Dale cannot talk in complete sentences, he has learned a few key words like: **"NO!"** **"MINE!"** and **"MAAAWWW!"** He, not unlike Porkchop, has many non-verbal ways of getting his point across. Some have observed that he has a special gift for attracting and communicating with animals. He and Porkchop can "talk" for hours. He might even be seen riding bareback on top of Porkchop cowboy

style. Skeeter and Doug like Dale but absolutely hate it when Mrs. Valentine makes them take Dale with them when they go to the mall or into the woods. Dale often latches onto Skeeter's leg with a vice-like grip. Skeeter and Doug have created a number of games designed to get rid of Dale, like "Hide and Ignore," or "Giant Tick" where Dale is the monster sized tick and Skeeter and Doug run away. Dale thinks these games are fun until he figures out what they're up to.

THE FAMILIES

THE DINKS:

The Dinks are truly Lucky Hills oddest couple. Having moved to the neighborhood from Boogerton Heights, they built a wacky Bauhaus mansion right in the middle of an otherwise average, normal subdivision. For Lucky Hills, things would never be normal again.



Bud Dink

Bud Dink, age 47, grew up in Bluffington and somehow feels that because he is a local boy he has something to prove to himself and his peers. He tends to overarticulate and misuse big words in a feeble attempt to impress people. If this fails, he is sure to point out any one of the many expensive gadgets and toys he buys for himself. "Like I always say, money is like manure, you have to put it in your pockets and...money is like a tiny mustard seed, if you spread it on the hot dog of life...you

get the idea."

Mr. Dink thinks of himself as the people's poet and is often heard giving helpful advice in the form of a haiku or rhyming couplet. He has exploited this great gift by becoming the creative director at the Stick 'Em Up Bumper Sticker Co.

Mr. Dink is kind and gentle but very loud and excitable, occasionally spitting while talking. He is often found on his cellular phone or spouting his latest Bumper Sticker ideas into his brand new imported, one of a kind, duck-shaped dictaphone (very expensive).

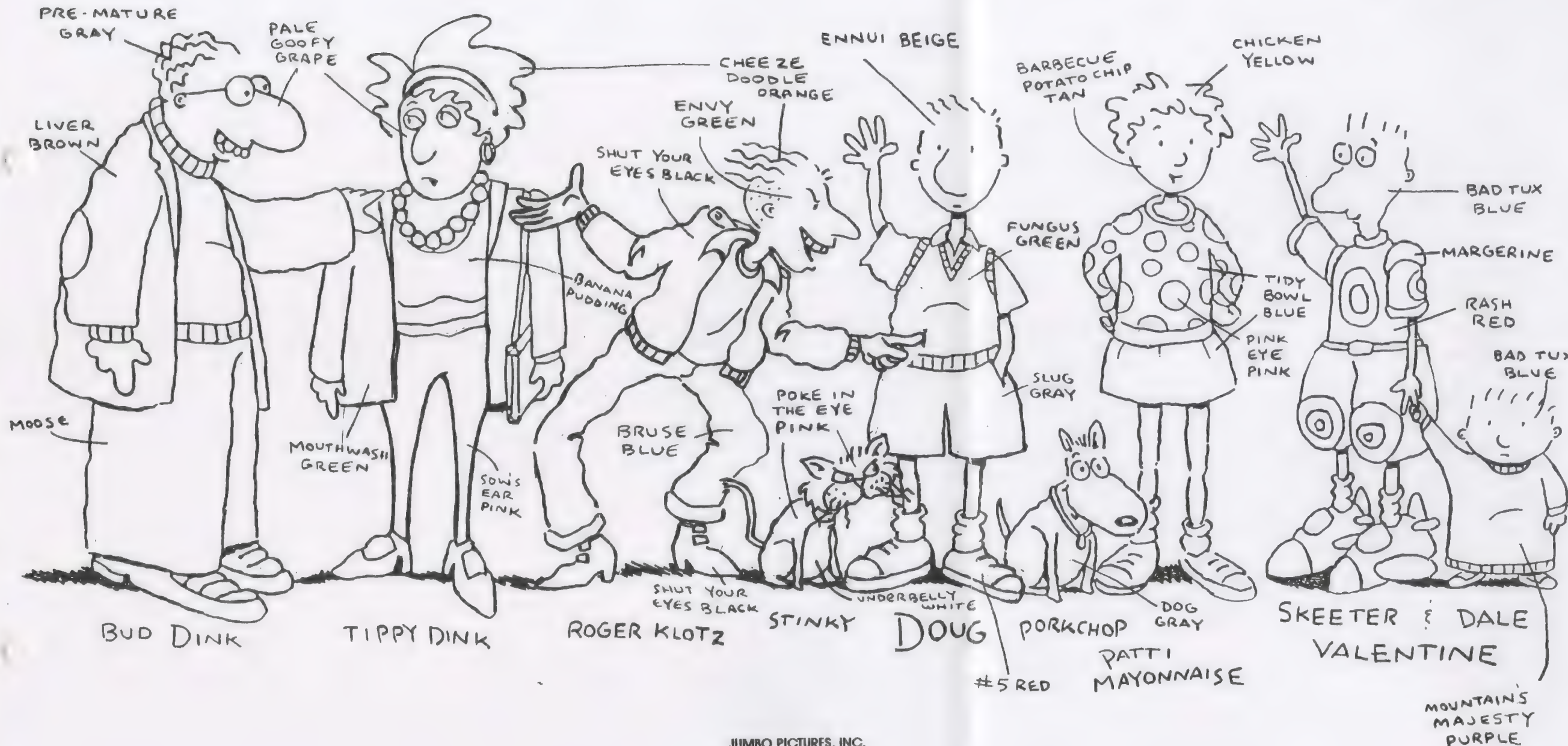
Mr. Dink has noticed the lack of older male influences in Doug's life and has decided to be Doug's "Significant Other." He is always volunteering to chaperone at a school dance or inviting Douglas to go see Dewey Decimals on Ice downtown at the library. Bud Dink is a well-meaning citizen who is oblivious to the real world. In spite of all his shortcomings, he is well-liked by the community and at least tolerated by Doug.



Tippy Dink

Tippy Dink is the 45 year old ex-sorority party girl who married Bud because he was a "good investment." Their marriage is secure, but far from passionate. She is often sarcastic and a total pessimist. She can also be an intensely competitive businesswoman. She is referred to as the "Dragon Lady" at Bluffco Publishing, where she is the editor of Shut-Up! magazine - the magazine with an attitude.

CHARACTER SIZE AND COLOR CHART



THE FAMILIES

THE BLUFFS:

The Bluffs are the most prominent family in Bluffington. Ever since Thadeus Bluff traded his lucky rabbit's foot for the land many years ago, this family has been highly involved in the development, welfare, and control of Bluffington. They are highly respected and some even like the family. They're not so bad once you get to know them.



Bill Bluff

Bill Bluff, age 40, is a shrewd, aggressive businessman who would stop at nothing to get what he wants. Bill is a highly educated, well-groomed, charming, sometimes even amusing individual who is very agreeable as long as things are done his way. "There is the Bluff way and the wrong way of doing things." He is loyal to his family, his businesses and a very special stud horse named Lucky Lady. He has an entire stable of horses sired from this stud and are worth a fortune because of their highly acclaimed and popular synchronized swimming shows.



Betty Bluff

Betty Bluff, age 30, is the wife of the most influential man in Bluffington. She is a prime example of the adage: "Just because you have money doesn't mean you have good taste." She dresses in the latest, exotic fashions, which on her look incredibly...stupid. Or she might be seen in her flower garden pruning, while adorned with gobs of gawdy jewelry, bracelets, rings, etc. She is highly active in the community and proudly takes credit for such achievements as subsidizing Ms. Mimi and her

School of Dance. Betty dreams of Bluffington having it's own ballet company someday. And of course, there's the giant beet-shaped water tower just off the Silas Marner Highway that she funded. But the talk of the town is her contribution to fine art - as seen in her front yard. There is a topiary in the likeness of her precious daughter, Beebe. It is entitled Living Portrait of My Darling.

THE FAMILIES



Beebe

Beebe, age 12, has lived a priveleged life. She is thoroughly convinced that she is the center of the universe and has no intention of sharing that position with anyone. Some day Beebe plans to have both a large family and thriving career. All of her children will be girls named Beebe and her husband would be welcome to live on her estate and even take on the Bluff family name as his own.

Bill and Betty thought it would be good for Beebe to experience the education of the masses and enrolled her at the Bluffington School instead of the elite Moody

School. Beebe is now resigned to walk among the simple folk on the other side of the tracks. She condescends to be Patti Mayonnaise's girlfriend. She actually admires and looks up to Patti, but of course would never let on.

THE FAMILIES

INDIVIDUAL CHARACTERS:



PATTI MAYONNAISE

Patti Mayonnaise, age 12, lives at 1000 Island Blvd. in downtown Bluffington. She lives with her mom, Doris and guinea pig, Hamlet. Her older brother Art has moved to Bloatsburg to begin his first year at Bloatsburg State University on a football scholarship. Patti is a cute, smart, popular classmate of Doug. She is a natural born leader and is not prone to give in to peer pressure. Because she is so articulate and outspoken, she is sometimes intimidating to insecure teachers, power-crazed coaches and others who are not very sharp. She has a great

sense of humor and is well liked by most of her classmates. Her closest friends are Doug, Skeeter and Beebe. Her biggest fault could possibly be that she is over conscientious and takes the problems of the world on as a personal challenge.

Doug is secretly in love with Patti. Patti is the adolescent dream girl most of us never met when we were kids. Any sexual tension generated from plots dealing with Doug's crush on Patti or Patti's crush on the new French exchange student, Louis LaPook etc. are treated with the innocences and naivete' of prepubescent kids getting the first flashes of attraction to the opposite sex. None of the main kid characters have begun



Roger Klotz

Roger Klotz, age 13, lives in Fat Jack's Trailer Park with his father Harry and Stinky the cat. Harry has the reputation around town of being a trouble maker and not being able to hold down a job. These reports are greatly exaggerated and now make it almost impossible for Harry to get a break. Roger overcompensates for their misfortune by bullying his classmates at school. Actually Roger is pretty harmless and has the same needs for acceptance as anyone. He is a rebel without a clue. He would like to cultivate a good friendship with a guy like

Doug, but doesn't know how. Initially, Roger will serve as the classic antagonist. In time Roger should be more completely developed to reveal other sides of his personality.

THE FAMILIES



Chalky Studebaker

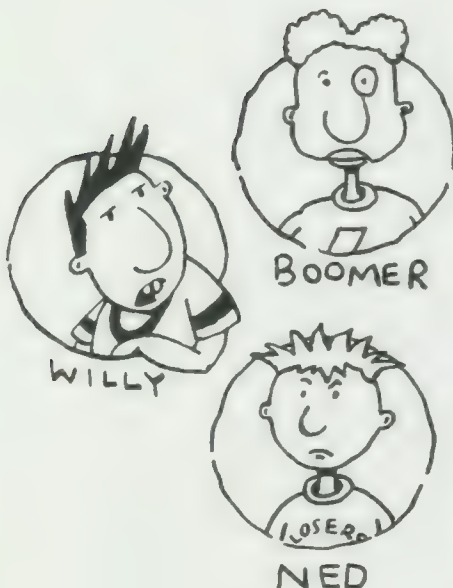
Chalky, age 13, lives at 76 Trombone St. in Boogerton Heights with his over achieving family. His father, Chalky Sr., is an ex - fashion model, test pilot and professional baseball player. He is now a prominent surgeon and environmentalist. His mom, Shirley, is the tennis pro at the country club and writes a cooking column in the local newspaper. His older brother Cliff is roommates with Patti's bother, Art, at Bloatsburg State University. He has a full academic scholarship and is the starting quarterback for the Bloatsbug Fighting Tubers. Chalky is falling right in line as another superlative member of the Studebaker family. He works hard at being perfect in every way.

Chalky and Roger are absolute opposites.



Stinky

Stinky is a stray alley cat that Roger found and nursed back to health. Now they are inseparable. Stinky is loyal and affectionate only to Roger; the rest of the world is suspect. Stinky really hates Porkchop.



Roger's Gang

Roger's gang is an informal collection of 3 guys with one bad attitude. Boomer Bledsoe, age 12, is a goofy loudmouth, who has adopted a surfer dude accent although he has never been to the ocean in his life. Willy White is the son of the town Mayor Robert (Bob) White and is doing everything possible to rebel against his socially and politically concious family. He has taken on a Brooklyn tough accent to show everyone he is a street punk even though he lives in the fancy Boogerton Heights neighborhood. Ned Cauphee is a middle class wanna-be who is constantly worried about his hair and the label in his clothes. In his mind, being in Roger's gang is a form of power that he enjoys. He speaks with an elite Ivy League accent. He wouldn't dream of taking his shirt off unless he was "pumped up." Ned lives next door to the Dinks and two doors down from Doug on Jumbo St.

GADGETS

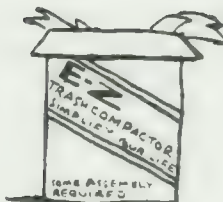
The gadgets, tools, appliances, toys and other forms of technology in Doug's universe should be fertile ground for gags, parody and social commentary. In Doug's world, battery-powered cars and solar-driven lawn mowers are considered commonplace. Many of the gadgets are merely a logical extension of our own universe. A **Cold Snap Micro Freezer** is sitting right next to the microwave oven in most kitchens. Some of these "conveniences" are actually more complex and inefficient than they are convenient. Mr. Dink (the king of consumers) might purchase a brand new **E-Z Trash Smasher** (it resembles a large mechanical shoe that is clamped to the top of a normal trash can). Doug suggests: "Why not just use your own foot, Mr. Dink?"

Mr. Dink, pleased at this opportunity to teach Doug new things, replies: "Don't be absurd, Douglas, let technology do the work. Never forget that we have opposable thumbs, my boy. . . it's what separates us from the rocks." With a flourish Mr. Dink pushes the SMASH button, only to see the gadget groan, hiss and smoke. Mr. Dink mounts the contraption and forces the mechanical foot down with his own foot. Doug looks on in disbelief. Porkchop is rolling around laughing his head off.

DOUG can be a fun place to fulfill our own fantasies about technological innovation as well as satirize the redundancy and waste of our own so-called modern conveniences.



THE DINK'S CAR



DOUG'S LAW OF PHYSICS

How do the laws of nature and physics in Doug's universe compare to those of our own? DOUG'S LAWS are almost exactly like our own, except for one thing...you guessed it... it's quirky!

If a person steps off a hundred foot cliff, they shall surely die. If someone is run over by a steamroller they shall be squished. The quirky aspect pops up in the occasional exception to the rule.

Porkchop is the most common example of an exception. Porkchop lives in an igloo with his own address and mailbox. He has a satellite dish on top and many things inside that we never see unless we catch a glimpse of a grand piano or hot tub being delivered. He buys popsicles with his own money. He listens to a walkman. Although he cannot speak our language he understands it perfectly.

Porkchop would never purposefully step off a cliff or under a steamroller. However, if he is the victim of such a calamity he would somehow survive. He's like a cat with nine lives.

Other exceptions might include Tim, a "gifted" student at the Moody school. While one gifted child can sing and another can dance, Tim can Hover. It's quite rare (not freakish) and no one is quite sure how it is achieved, but it is a gift that can be cultivated. Tim hopes to one day be as great at hovering as his father Tim Sr.

Mr. Bluff's stud horse, Lucky Lady is a champion synchronize swimmer and so are his offspring. Again, a rarity, but truly one of the uniquely silly features that makes DOUG a world unto itself.

The use of Doug's daydreams and imagination are absolute exceptions to all laws of nature and physics and are highly encouraged.



APPENDIX

CENTRAL CHARACTER



Doug Funnie
Mildly bewildered, highly impressionable
central character.

PRIMARY CHARACTERS



Porkchop
Doug's precocious dog.



Skeeter Valentine
Doug's hyperactive best friend.

APPENDIX



PATTI

Patti Mayonnaise

Cute classmate that Doug secretly loves.



ROGER

Roger Klotz

School bully. Fair weather friend to Doug.



BUD DINK

Bud Dink

Doug's eccentric, yuppie, next door neighbor.

APPENDIX

SECONDARY CHARACTERS

(ALPHABETICAL)

Beebe Bluff

Spoiled, rich, busy-body classmate of Doug's.

Bill Bluff

Business shark and wealthy owner of Bluffco Industries and father of Beebe.

Boomer Bledsoe

Member of Roger's gang. Surfer dude accent.

Ned Cauphee

Member of Roger's gang. Elite Ivy League accent.

Tippy Dink

Bud Dink's sarcastic wife.

Gerd Funnle

Doug's country bumpkin cousin. Talks with a whistle. Uncle Happy's son.

Uncle Happy Funnle

Doug's crazy uncle. He's a retired clown who lives on a farm.

Judy Funnle

Doug's cynical big sister. Aspiring performance artist.

Hammy

Uncle Happy's pet pig.

Homefry

Gerd's pet duck.

Quallman

Doug's favorite comic book super hero.

Coach Spitz

Bluffington School's Athletic Director. Vince Lombardi wanna-be.

Stinky

Roger's nasty cat.

APPENDIX

Chalky Studebaker

Classmate of Doug who is practically perfect in every way.

Dale Valentine

Skeeter's baby brother who doesn't talk -- except to animals.

Joe Valentine

Skeeter's strict father. Retired tugboat pilot.

Willy White

Member of Roger's gang. Brooklyn tough accent.

Mrs. Wingo

The best teacher in the whole world.

APPENDIX

INCIDENTAL CHARACTERS

(ALPHABETICAL)

Connie Binge

Classmate that gets teased a lot for being overweight.

Betty Bluff

Bill Bluff's air-headed, socialite wife and town gossip.

Mr. Buttsavage

Bluffington's maniacal school principal.

Theda Funnle

Doug's mother. Center of the Funnle family.

Phil Funnle

Doug's father. Travelling portrait photographer for Busy Beaver Dept. Stores.

Harry Klotz

Roger's derelict dad.

Louis (pronounced "Louie") Lapook

Cute French exchange student.

Race McDanger

Local underwhelming daredevil.

Ms. Mimi

Bluffington's community dance teacher.

Miss Newberry

The most beautiful teacher in the whole world.

Mr. Ogee

Nerdy science teacher.

Mrs. Rachel

Cranky music teacher.

Agnes Stinsen

Spinster, recluse. Feared by the neighborhood kids.

APPENDIX

Ruby Valentine

Skeeter's passive mother.

Chuck Vomit and the Up with Chuck Singers

Local punk garage band.

Robert (Bob) White

Mayor of Bluffington. Willy's father.

APPENDIX

TITLES:

1. Doug Gets Busted
2. Doug Got A New Pair OF Shoes
3. Doug Out
4. Yak-O-Rama
5. Football Hero
6. The Dink's Move Out
7. The Big Honker
8. Doug Funnie - Superstar
9. Shoelaces
10. Doug's Fairytale
11. Doug's Banjo Band
12. Doug Forgot the Fish
13. Doug's Christmas Story
14. Uncle Happy Moves In
15. Doug's Heart to Heart
16. Doug Does Shakespeare
17. Doug Learns The Facts of Life
18. Piano Lessons
19. Let's Be Bunnies
20. Patti Likes the Evil Mrs. Stinson

APPENDIX

- 21. Porkchop Runs Away
- 22. Doug in The Adventures of Quailman
- 23. Serial Doodler
- 24. Ms. Mimi's School of Dance
- 25. Doug: Hot For Teacher
- 26. Doug is the Yo-Yo Man
- 27. Doug - Big Nose

DOUG CAN'T DANCE

FADE IN:

EXT. DOUG'S NEIGHBORHOOD. NIGHT.

We pan down the street toward Doug's house. We pan past the street signs which read: Jumbo St. and Vine St.

Outside, in their yard, we see Mr. and Mrs Dink, Doug's next door neighbors. Mr. Dink is hitting golf balls into the Funnie's front yard.

MRS DINK
Bud watch your back.

MR DINK
Hey Tippy, want to sag some balls?

We continue the pan past the Dink's, we stop on Doug's house.

MR DINK
(Yelling from off camera)
Fore! (...)

A golf ball comes flying into the frame and hits the Funnie's mail box.

MR DINK
Sooooorry!

Push into the upstairs window which is Doug's room. There's a light on.

DISSOLVE TO:

INT. DOUG'S ROOM. NIGHT.

DOUG is sitting at his desk writing in his diary.

Porkchop the dog sticks his head into frame so close that he is distorted. He licks the camera lens and runs over to Doug.

We hear from Doug as he writes.

DOUG V.O.
Dear Diary; Hi, It's me, Doug. You know, the school dance seems like it happened a long time ago, but I remember it like it was only yesterday. It all began...well, this afternoon.

DISSOLVE TO:

INT. GARAGE. DAY.

Doug remains in the same sitting position, he never changes. The background changes. His room dissolves into the garage. Instead of sitting at his desk writing, he now sits at a work table where he works on his costume. He picks it up, puts it on, gets up and walks over to the mirror which is on the door. Porkchop is scurrying around.

DOUG V.O.

Me and Porkchop were putting the finishing touches on my costume, for the dance, and everything was going fine, when all of a sudden...it hit me.

Just then the garage door slams open on Doug. Here we see ROGER KLOTZ, the bully. STINKY, his bully cat is with him.

ROGER

Hey Funnie! Where are ya?

Doug appears from behind the door. He is holding his foot, hopping.

DOUG

Hi Roger.

ROGER

Whatcha doing? Trying on your costume for the big dance tonight? What are ya? A pile of manure?

Roger laughs.

ANGLE PORKCHOP. He rolls his eyes in a "Oh brother" fashion.

ANGLE DOUG AND ROGER.

DOUG

I'm a slug.

ROGER

So you're really going to go through with it, huh?

DOUG

What do you mean?

ROGER

You're paired up to dance with Patti Mayonnaise, aren't you?

ROMANTIC MUSIC CHORD, PATTI'S THEME:

Patti's face appears in a heart above Doug's head. Soft focus.

DOUG

(Sigh)

Yeah, I guess I'm the luckiest guy...

ROGER

Lucky?!

Like a bubble bursting, Patti's image vanishes abruptly.

ROGER

Do you realize she's the best dancer
in the whole school?!

DOUG

Yeah, so?

ROGER

(sarcastic)

So?! Think about it, Einstein. How
many dance contests you won lately?

DOUG

Ummmm, none.

ROGER

How many dances have you ever been to?

DOUG

Uh, none.

ROGER

Have you ever danced in your life?

DOUG

(Weakly)

No.

ROGER

Let's face it, Funnie, you can't dance.

ANGLE C.U. DOUG'S SWEATING FACE.

ROGER

(Chuckling)

Everyone's going to be laughing at you.
I can hear it now!

Little faces of all his classmates begin to pop up all around him. They are laughing hysterically and looking at him.

As the little faces around begin to comment, Doug's face grows pink, then bright red. His imagination has the best of him. The laughing continues. All the classmates chant.

CLASSMATES

Doug can't dance! Doug can't dance!

These words echo. The Horror music swells. At the fevered pitch of the scene the classmates scream one final "Doug Can't Dance!" as Doug screams out for help!

CUT TO:

STANDARD SHOW OPEN: 15 SECONDS.

CUT TO:

EXT. DOUG'S HOUSE. DAY.

Doug and Roger walk toward the street. Doug is in his Slug suit.

DOUG V.O.

Roger was explaining to me all the reasons why I shouldn't go to the dance. He said it was for my own good.

Roger stops Doug in his tracks. He puts his arm around Doug like the Godfather.

ROGER

Tell ya what I'm gonna do. I'll dance with Ms Mayonnaise for you. All you have to do is go back home and forget about it.

DOUG

Go home...and miss the dance?

ROGER

Sure! You don't want Patti to know you're a klutz do ya?

DOUG

Huh?!

ROGER

I'll just tell her you couldn't make it. I'll tell her you had to make like a tree and leaf! Get it?

Roger elbows Doug. Doug trips and falls into a pile of raked leaves. Roger laughs.

DOUG

Very funny, Roger.

We stay on Doug in the pile of leaves.

ROGER

(off camera)

Oh brother, what a klutz! Ha, ha, ha...
See ya later, Funnie.

Roger walks away laughing.

DISSOLVE TO:

EXT. STREET, DOUG'S NEIGHBORHOOD. DAY.

Doug is dejected and walking down the street.

DOUG

I don't know about Roger. Sometimes
I wonder if he knows what he's talking
about. Sometimes I think he's trying
to pull a.....Whooooa!

The Dink's drive past Doug in their car turning Doug into a whirl wind. We hear the screech of tires. Then the Dink's back up to Doug. Mr. Dink is wearing a chicken costume.

MR DINK

Hello there Douglas! Nice costume.
What are ya, a sack of dirty socks?

DOUG

("Read my lips" tone)

I'm a Slug.

MR. DINK

Whatever... How do I look?

DOUG

You look like a chicken, Mr Dink.

MRS DINK

There, you look like a chicken, can we
go now?

MR DINK

(With glee)

You're both wrong! I'm a grade A thorough-bred chicken. The ultimate in poultry wear. Very expensive. (Whisper) The missus thinks I look stupid.

DOUG

Are you going to the dance, Mr and Mrs Dink?

MR DINK

Of course we are. I'm the chaperon.

MRS DINK

(Sarcastic)

I'm going as the wife of a giant chicken.

MR DINK

Well, of course you are, dear. I can't wait to get there. It's going to be a blast. See ya at the dance, Douglas!

Mr and Mrs Dink drive off leaving Doug in a tailspin.

DOUG

Hmmm. Maybe the Dink's are right. Maybe it is going to be a blast.

DISSOLVE TO:

EXT. SCHOOL GYM. NIGHT.

We begin on a birdseye view where we see Doug walking toward the gym entrance. There are a couple of kids wearing wild costumes already there hanging out.

DOUG V.O.

Who knows, maybe it'll be ok. I've never even tried.

KID

Hey Doug, nice prune costume.

DOUG V.O.

Maybe I'll dance real good.

ANGLE C.U. DOUG'S FACE. BEGIN HIP-HOP DANCE TRACK.

DOUG V.O.

Yeah, maybe...maybe I'm a great dancer.

DISSOLVE TO:

DREAM SCENE. ROCKING MUSIC WITH HEAVY BEAT:

Doug is wearing an MC Hammer outfit. He is Mr. Hip and is dancing in front of a smokey background. He's in his own music video.

As he dances gracefully, Patti's head appears in a cloud in his dream.

PATTI

Doug...Doug...

On his last spin he strike's a funky dance poise. Abruptly, his dream cuts to reality. He is back in his slug outfit, the rocking music in his dream has stopped, and the background has changed from the Dream to...

EXT. GYM. NIGHT.

As he comes out of his reverie, Doug is startled to see Patti. He falls out of his dance pose onto his rear. Porkchop is beside him, jumping excitedly. The music from inside is heard. Patti is dressed up like a daisy.

PATTI

Doug? Are you ok?

ROMANTIC MUSIC CHORD: PATTI'S THEME.

DOUG

Uh, uh yeah.

PATTI

What are you doing?

DOUG

Oh, I was just...thinking.

PATTI

What a great costume... you make a wonderful slug.

DOUG

Did you say..."slug?"

PATTI'S THEME SWELLS:

PATTI

Doug, we better get going.

DOUG

Ok. Let's go.

Just then the door slams open. Roger and his gang appear. He is wearing a hammer costume. Roger's 3 buddies are dressed as tools. Doug comes out from behind the door holding his foot, hopping.

ROGER
Hey Patti, ready to dance?

PATTI
Doug! Are you hurt?

ROGER
Hey Funnie! What are you doing here?
I'm dancing with Patti!

DOUG
Thanks just the same, Roger. But I think
I'll try to dance for myself. You'll have
to sit this one out.

Doug and Patti step inside. Roger is steamed, his friends jeer.

FRIEND #1
(sarcastically)
Way to go, Roooog.

FRIEND #2
I think she's in love with you.

FRIEND #3
Yeah Rog, that was, like, real smooth.
Ha, ha, ha. etc...

ROGER
Oh yeah! I'll show him. Come on!
It's hammer time!

Roger and the 3 tools go inside.

CUT TO:

INT. GYM. DANCE. NIGHT.

Doug and Patti are in the middle of the dance floor. They are surrounded by other kids in crazy costumes. She is dancing, he is just standing there. She coaches him.

PATTI
Come on, let's get started.

DOUG
(standing still)

I have started.

ANGLE ON ROGER. He is near the food table scooping up ice in his hands. His friends are with him.

ROGER
Wait'll Funnie gets a load of this.
A little ice down the back oughta
cool him down.

He and his buddies laugh.

ANGLE ON PATTI AND DOUG. Still dancing. Doug is moving his arms around but his feet are stationary.

PATTI
Good. Now try moving your feet.

DOUG
Oh yeah, I forgot.

ANGLE ON ROGER. He moves menacingly toward Doug, pushing past all the kids and the Dink's.

ROGER
Gangway...coming through...watch yer back!

ANGLE ON DOUG AND PATTI. Doug is just starting to move a little.

DOUG
This is great, Patti. I think I'm getting
the hang of it.

ANGLE ON ROGER. He's carrying the ice. He is very near Doug and Patti. He moves faster toward Doug when suddenly...he drops some of the ice cubes and begins to slide on them. He is sliding uncontrollably toward Doug.

ANGLE DOUG AND PATTI.

DOUG
Ya know, before tonight I didn't think
I could dance. But now I...

Doug sees Roger coming at him.

ROGER
Whooooooooaaaaa!

DOUG
Huh?

Roger comes in sliding. He falls down face first. The head of his hammer costume smashes Doug on his toe.

DOUG

AAAAAHHHHHH!

Doug grabs his toe and hops around the floor uncontrollably. He is making a spectacle of himself.

The force of coming down face first knocks Roger onto his back. He's like a turtle on his back...he can't get up.

The music fades in volume. The attention is on Doug who is hopping around and yelling: "Ow, ow, yi, whoa..." ad-lib etc. The crowd parts and forms a circle around him.

ANGLE DANCE FLOOR. There is a sea of young faces, Doug's classmates, they have all stopped dancing, they stare at Doug.

ANGLE ON ROGER. C.U. Roger is still on his back. He is pointing and laughing at Doug.

ROGER

(Laughing)

Oh brother. What a goofus! You see, Doug.
I told you--you can't dance!

A few of the other kids begin to giggle with Roger.

ANGLE DOUG'S FACE. C.U. He is sweating. The Horror Music begins to swell. The laughter of the kids begins to echo. His worst nightmare is realized.

Then abruptly...it stops and we hear a funny sound. It's Patti.

PATTI

Ow, ow, yi, whoa!

ANGLE PATTI. Patti is holding her foot and hopping around the floor just like Doug had been doing. All the kids look at Patti. No one is laughing.

PATTI

Hey Doug, this is a great new dance.
(To the crowd) Come on everybody.
Do the Slug Hop with us!
Ow, ow, ow...

ANGLE ON CROWD. All of the kids begin to hold their feet and hop around and say: "Ow, Ow, Yi, Whoa...!"

ANGLE ON ROGER. He is dumfounded. He is still on his back.

ROGER

What? What's going on here?

ANGLE ON DANCE FLOOR. All of the kids do the Slug Hop.

ANGLE ON PORKCHOP. He is doing the Slug Hop. He is tripped by Stinky, the cat. Porkchop falls on his face.

Pan over to see the Dink's. Mr Dink is doing the dance...Mrs Dink stands idly by.

MR DINK

This is a great new dance. It's wild, it's...
groovy! I told you it was going to be a
blast!

MRS DINK

(Sarcastically)

I think you need to get out more
often, dear.

ANGLE ON DOUG AND PATTI DANCING TOGETHER.

ANGLE ON THE ROGER'S BUDDIES, THE TOOLS. They are holding their feet and hopping around near Roger.

ANGLE ON ROGER. He is still on the floor on his back. Stinky tries to lift him up but only manages to flip him over onto his face...

ROGER

Hey! Get me up! You can't just leave
me here! Come oooooon!

The hammer's head comes down on Stinky's foot in the process. Stinky screams.

ANGLE ON PATTI AND DOUG. She is now hopping beside him. They look at each other and smile. She gives Doug a wink they continue hopping.

ANGLE ON DANCE FLOOR. The kids are hopping like crazy now.

DOUG V.O.

It went on like that for the rest of the
night.

The dancing figures fade to lines. The lines merge together. The lines become the words in Doug's diary as he is writing them. We pull away from the diary to...

INT. DOUG'S ROOM. NIGHT.

Doug is sitting at his desk writing in his diary. He has a huge bandage on his foot. His foot is propped up. Porkchop is wearing a walkman, listening to music, hopping around the floor doing the slug hop. He is careful to avoid Doug's bandaged foot.

DOUG

It was so much fun, I can't believe
I almost chickened out. The most important
thing I figured out was...

(Trying to be profound)

When the going gets tough...
Always remember to...No...
Never think that you can't...
Blessed are the...wait...
Four score and seven...

Porkchop has hopped up onto Doug's desk, at this point he loses his balance and falls toward Doug's hurt foot.

C.U. Doug's face. He grimaces, turns red, snaps his pencil in half in pain...

CUT TO:

EXT. DOUG'S HOUSE. NIGHT.

We pick up where we began this story, in Doug's front yard...

DOUG

(from inside)

Yeeeeeeooooooooow! (Ad-lib) Porkchop!
my foot! You fell on my...go get help,
etc.

One final golf ball hits the Funnies mailbox. By now the Funnies front lawn is full of golf balls.

MR DINK

(yelling from off camera)

Sooooorry!

FADE OUT: